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Ruppert et al.

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(54) **USING BODY SURFACES FOR PLACING
AUGMENTED REALITY CONTENT**

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CPC **G06F 3/011** (2013.01); **G06F 3/017**
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See application file for complete search history.

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(57) **ABSTRACT**

Parts of the body of a user can be used as surfaces for rendering content, such as augmented reality (AR) content. A computing device executing an AR application can detect body parts in an augmented reality view, such as a hand within a field of view of a camera capturing image data for the application. A type of content to be displayed can be determined based on the type and orientation of the body part, in addition to the location and orientation of the device. The content can vary with changes in the orientation of the body part or motion to cause another body part to be visible. A user can make a selection or input for the content by contacting the surface of the body part onto which the content is projected, providing tactile feedback to the user as well as a determinable action for the device.

18 Claims, 11 Drawing Sheets

